

WHAT IS CLAIMED IS:

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A, S*
1. A shooting game machine, comprising:
 - a target unit including a plurality of targets,
 - a shooting unit provided at a position facing the target unit and operable by a game player to cause a game medium to fly while selectively aiming at any of the plurality of targets,
 - display units provided in correspondence with the respective targets for displaying values corresponding to the targets by codes,
 - value setting means for setting the values to be displayed on the display units,
 - jackpot setting means for setting a jackpot value on one of the display units selectively changed in time direction,
 - hit detecting means for detecting the hit of the game medium at the target,
 - a dispenser for paying out a material corresponding to the value displayed on the display unit corresponding to the hit target when the game medium hits one target.
 2. A shooting game machine according to claim 1, further comprising presentation display units provided in correspondence with the display units for making a presentation display of a flame, and a presentation display control means for causing each presentation display unit to make the presentation display of

the flame and causing it to stop the presentation display when the game medium hits the target corresponding to this presentation display unit.

3. A shooting game machine according to claim 1, wherein each display unit displays a score set by the value setting means and displays the jackpot value set by the jackpot setting means by a code representing a special high score.

4. A shooting game machine according to claim 1, further comprising a jackpot score display unit for displaying the special high score as the jackpot value.

5. A shooting game machine according to claim 1, wherein the value setting means randomly displays a plurality of scores prepared in advance on the display units corresponding to the respective targets.

6. A shooting game machine according to claim 1, wherein the value setting means randomly displays display times of the scores to be displayed on the display units corresponding to the respective targets.

7. A shooting game machine according to claim 1, further comprising detecting means for detecting an aiming direction by

the shooting unit, wherein the jackpot setting means determines the target where the special high score is to be set depending on a detection content of the detecting means.

8. A shooting game machine according to claim 1, wherein:

the plurality of targets are arrayed in vertical directions,

game medium receptacles having openings of the same shapes as the targets are provided before the respective targets,

the shooting unit discharges the game medium in an angle direction which is inclined upward than horizontal direction, and

the value setting means sets a high probability of setting relatively higher scores for the upper targets.

9. A shooting game system, comprising a plurality of shooting game machines, each of said shooting game machines including:

a target unit including a plurality of targets that are arranged in vertical directions and incorporated into one casing,

a shooting unit provided at a position facing the target unit and operable by a game player to cause a game medium to fly while selectively aiming at any of the plurality of

targets,

display units provided in correspondence with the respective targets for displaying values corresponding to the targets by codes,

value setting means for setting the values to be displayed on the display units,

jackpot setting means for setting a jackpot value on one of the display units selectively changed in time direction,

hit detecting means for detecting the hit of the game medium at the target,

a dispenser for paying out a material corresponding to the value displayed on the display unit corresponding to the hit target when the game medium hits one target,

wherein the jackpot setting means sets the special high score at any one of all targets of the plurality of shooting game machines.

10. A shooting game system according to claim 9, wherein the shooting game system comprises two shooting game machines.

11. A shooting game system according to claim 9, wherein, when the target where the special high score is set is hit on a specific condition, the jackpot setting means newly sets the special high score at any one of the targets of the same target unit other than the target where the special high score was

~~previously set.~~